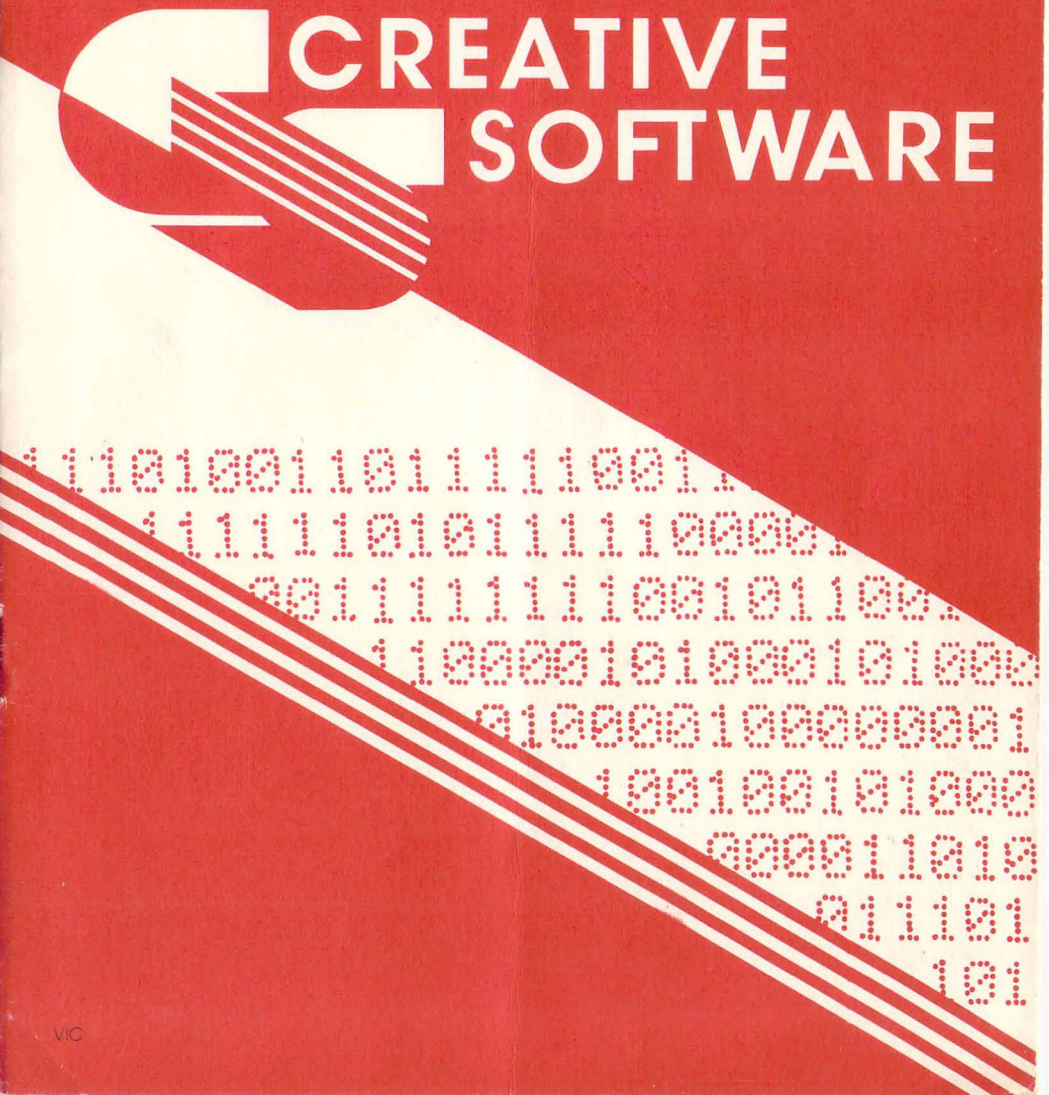
EDUCATIONAL – RECREATIONAL II



CREATIVE SOFTWARE

VIC

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INTRODUCTION

Math Hurdler is designed to teach basic arithmetic skills in an extremely enjoyable and interesting way: through an "arcade" type game. It incorporates all the features of a typical video game, such as color, sound and varying skill levels, and still provides practice in the fundamental skills of addition, subtraction, multiplication and division.

OVERVIEW

As in most arcade games, the object is to score the maximum number of points. Each round consists of ten arithmetic problems, either addition, subtraction, multiplication or division, chosen by the user when the game begins. The problem is printed on the VIC's screen at the same time a hurdler starts running toward a hurdle. If the problem is correctly solved before the runner gets to the hurdle, he clears it successfully and the game score increases.

If the problem is not solved or is incorrectly solved before the runner reaches the hurdle, he will crash into it and fall on the ground. The correct answer is printed on the screen and a short pause is given before going onto the next problem.

After each problem is done, the hurdler continues merrily running toward the next "math hurdle" and a new arithmetic problem is presented. The game score is always displayed and immediately updated after a hurdle is successfully cleared.

SKILL LEVELS

There are fifteen basic skill levels for each type of hurdle (addition, subtraction, multiplication and division). A "difficulty level" of 1-3 sets the difficulty of the arithmetic problems. Choosing "1" restricts the problems to single digits only for addition and multiplication; for subtraction and division, it restricts the answers to single digit (nonnegative and non-fractional) answers. A difficulty level of "2" limits the above ranges to integers less than 20, and a difficulty level of "3" limits the range to integers less than 99.

The "speed" factor of 1-5 determines how fast the hurdler runs toward the hurdle, and thus the amount of time you have to solve the problem. A "1" will choose the slowest speed, and a "5" will choose the fastest.

By combining the speed and difficulty factors, as many as fifteen levels of skill are available. It should be noted that at a skill level of "3", multiplication and division present much more difficult problems than addition and subtraction. The same

is true for skill levels of 2 and 1, although the difference in difficulty is less pronounced at these levels. Since the scoring for all types of problems (+, -, x, /) is the same, the game scores for multiplication and division are not directly comparable to those for addition and subtraction.

LOADING INSTRUCTIONS

To load the Math Hurdler program, first place the tape in the cassette unitand rewind completely. Next, type LOAD and press the RETURN key. The VIC will search for the Math Hurdler program. When it is found, the message FOUND MATH HURDLER will appear, immediately followed by the message LOADING. After the program is done loading, the VIC displays READY. Type RUN and press RETURN.

If you should get an error while loading, the VIC will stop and display an error message. You should rewind the tape and repeat the above procedure to try to load Math Hurdler again. If Math Hurdler keeps failing to load properly, you may have an out-of-alignment cassette unit. Take the cassette unit and tape to your VIC dealer and have him check the unit.

In the unlikely event that the Math Hurdler tape is bad, return it to your local dealer and he will replace it free of charge.

PLAYING THE GAME

Load the program as described above and type "RUN". A copyright notice will appear and the hurdler will be running across the screen at the bottom. When you are ready to play, just press any key.

The first thing you'll be asked for is the DIFFICULTY LEVEL (1-3)? Just type in a number from one to three and press the RETURN key. If you type in any other number, it will be rejected and you'll have to enter the difficulty level again.

Next you're asked SPEED (1-5)? Your reply should be a number between one and five, inclusive. The slowest speed is "1" and the fastest is "5".

Finally, you're asked TYPE (+, -, *, /)? Note that the asterisk (*) is used to represent multiplication, and the slash (/) represents division. Enter one of these symbols to tell the program which type of arithmetic problem you want.

When the hurdler starts running, you'll see the problem displayed at the top of the screen followed by the checkerboard character. The usual blinking cursor is NOT used when inputting responses to the problems. However, if you make a mistake and

want to correct it before the runner reaches the hurdle, you can use the INST/DEL key to erase the answer and re-type it in.

Once you've typed in the correct answer press the RETURN key; the checkerboard cursor will disappear, signifying that your answer has been entered in time to avoid crashing into the hurdle. (Note that if you press RETURN and the checkerboard cursor doesn't disappear, you've entered your answer too late to avoid crashing.) At this point you can no longer go back and change the answer you've entered. So even if the runner hasn't yet reached the hurdle, you can't change a wrong answer once you've hit RETURN.

The runner will try to clear 10 hurdles. Once all ten problems have been displayed, both your score and the previous high score will be shown. You'll then be asked TRY AGAIN? By typing Y and pressing return, you'll be able to start another round of hurdles (including difficulty, speed and type). If you enter any response other than "Y", the game will end.

You're the intrepid explorer in an unknown labyrinth, the exit of which is guarded by the fierce VIC monsters. Your mission: to successfully travel from the entrance at the upper left of the screen to the exit at the lower right.

You can walk in any one of four directions (up, down, left or right) as long as you don't try to walk into a wall or the border of the maze. If you accidentally do, a short beep will warn you that you've bumped into a wall.

If you have a joystick, just plug it into the socket on the right side of the VIC and you're ready to go. The joystick will move you in any of four directions (up, down, left or right) simply by pushing the joystick in that direction.

If you don't have a joystick, use the "i" key to move up, the "m" key to move down, the "j" key to move left and the "k" key to move right. Note that by holding any of these keys down, you'll move continuously in that direction (unless you bump into a wall, of course!)

To start out on any round, just press a key on the keyboard or move the joystick in any direction. You'll immediately take a step into the maze and your X-ray vision will allow you to see a limited part of the maze. This portion, called a "window" of the maze, starts out as a radius of five squares all around you. However, if you're already on a border, the window will not extend past the border of the maze.

As you walk along trying to find the correct path out of the maze, the VIC monster will soon make his appearance. He is a magical (but somewhat slow and predictable) monster with the ability to move diagonally, walk through walls, and even disappear when he is hiding in a wall. The VIC monster is to be avoided at all costs! If he catches you, or you accidentally bump into him, he'll gobble you up and you'll lose the game. One thing you can rely on though: he always makes a growling noise when he moves.

Although you may get frustrated by dead ends as you explore the maze, rest assured that there is always one (and only one) correct path to the exit. At times the VIC monster may be guarding this exit; you'll have to lure him off before you can get through to the end.

If you do manage to get through, you'll be awarded a certain number of points and a new chance to traverse a maze. Be forewarned: the VIC monster doesn't like to be fooled and if you beat him, he'll call out extra VIC monsters to help him catch you. If you succeed in fooling as many as three monsters, you'll be given a brief respite (back to only one monster) but at an enormous cost: the VIC monster's magical powers allow him to deprive you of some of your X-ray vision! You'll find you can see an ever-decreasing window of the maze.

You'll continue in the game as long as you keep avoiding monsters -- there is no limit to your score or how long you can play the game. Those of you who manage to get to rounds 10, 11 and 12 deserve special commendation. These rounds are the most difficult, but remember, at least in these rounds the VIC monsters are always visible to you.

If, at any time, you wish to stop playing and start over again, just press the RESTORE key and you'll start an entirely new game.

LOADING INSTRUCTIONS

To load the Monster Maze program, first place the tape in the cassette unitand rewind completely. Next, type LOAD and press the RETURN key. The VIC will search for the Monster Maze program. When it is found, the message FOUND MONSTER MAZE will appear, immediately followed by the message LOADING. After the program is done loading, the VIC displays READY. Type RUN and press RETURN.

If you should get an error while loading, the VIC will stop and display an error message. You should rewind the tape and repeat the above procedure to try to load Monster Maze again. If Monster Maze keeps failing to load properly, you may have an out-of-alignment cassette unit. Take the cassette unit and tape to your VIC dealer and have him check the unit.

In the unlikely event that the Monster Maze tape is bad, return it to your local dealer and he will replace it free of charge.

EDUCATIONAL – RECREATIONAL II

Commodore VIC-20

These two programs display the versatility of your home computer by teaching elementary arithmetic and challenging all members of the family to an exciting game of mazes and monsters.

MATH HURDLER

You're the hurdler, running along a race-track, trying to clear all ten hurdles as you go. The "hurdles" are arithmetic problems displayed on the screen. Get the answer right and you'll jump the hurdle easily; with a wrong answer, you'll crash and fall. As you get up and go on to the next hurdle, the correct answer is displayed and a new problem follows.

Any of four types of problems (addition, subtraction, multiplication, and division), up to five different running speeds, and three different levels of difficulty can be set.

MONSTER MAZE

You are exploring a new cave, trying to traverse it from one end to the other. The maze is populated with as many as three monsters who can walk through walls as they try to catch you and eat you. Just as in a real cave, you'll have to try out various pathways before you can see where they lead. As long as you don't get caught, you'll get a new cave every time, and you can go on scoring points forever.

- Animated, true-to-life color graphics
- Realistic sound
- Keyboard or joystick input (Monster Maze)
- Current and high score
- Hours of fun for everyone

Programs from Creative Software: Easy, Efficient, Informative.

CREATIVE SOFTWARE
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